

Mastering Quick Start Guide

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Setting Up the Development Environment

This guide assumes that you have a complete and working install of the Revolution SDK and its required tools. Please see the Development Environment Quick Start Guide for instructions on setting up the development environment.

Mastering an .rvm with an Attached NDEV

- 1.) Make sure that you have at least 10 gigabytes of free space on your hard drive.
 - 2.) With the NDEV unit powered on, run the "RVL_NDEV.bat" file found in the root folder of the RVL_SDK. This will open a cygwin prompt.
 - 3.) In the prompt execute setcountrycode.bat us.
 - 4.) In the prompt execute setsmem2size.bat 64.
- Note 1: Make sure that both of these commands report success. If they do not, make sure these files are not read-only: \$REVOLUTION_SDK_ROOT\x86\bin\rvl.bin, \$REVOLUTION_SDK_ROOT\x86\bin\bi2.bin
- 5.) Copy the file NDEV\bin\NdevRun.ddf into the directory containing the game's .elf file.
 - 6.) Rename the .ddf so that it matches the name of the game .elf (e.g. if the game .elf is called "gamename.elf" then rename the .ddf to "gamename.ddf").
 - 7.) Open the .ddf file in a text editor and change the GameName setting to something other than "RABA". If you have received a game code from Nintendo, enter it here.
 - 8.) Find the location of the game data folder and set the dvdroot in the cygwin prompt. E.g., setNdEnv DvdRoot "C:\gamename\dvddata".
 - 10.) In the prompt run the game .elf file using ndrun, e.g. ndrun gamename.elf. This will create a new .dlf file in the directory containing the .elf file.
 - 11.) In the prompt execute makemasterx on the .dlf file, e.g. makemasterx gamename.dlf gamename.rvm.

Note 1: This process takes at least 10 to 15 minutes.

Mastering an .rvm without an Attached NDEV

If you do not have an attached NDEV you can still master an .rvm. Simply use the ndevrun command instead of ndrun in step 10 above. This will create a .dlf file but won't actually try to run the game.

Mastering an .rvm from an .rpf

- 1.) Make sure that you have at least 10 gigabytes of free space on your hard drive.
- 2.) With the NDEV unit powered on, run the "RVL_NDEV.bat" file found in the root folder of the RVL_SDK. This will open a cygwin prompt.
- 3.) In the prompt, execute the following command: setcountrycode.bat us
- 4.) In the prompt, execute the following command: setsmem2size.bat 64

Note 1: Make sure that both of these commands report success. If they do not, make sure these files are not read-only: `$REVOLUTION_SDK_ROOT \x86\bin\rvl.bin`,
`$REVOLUTION_SDK_ROOT \x86\bin\bi2.bin`

- 5.) In the prompt, change directories to the location of the .rpf file.
- 6.) In the prompt, use the `rdpack` command to unpack the .rpf file. This will create several files and folders including a .dlf file. E.g., `rdpack -u gamename.rpf`.
- 7.) Copy `NDEV\bin\NdevRun.ddf` into the directory containing the .dlf file.
- 8.) Rename the .ddf so that it matches the name of the game .elf (e.g. if the game .dlf is called "gamename.dlf" then rename the .ddf to "gamename.ddf").
- 9.) Open the .ddf file in a text editor and change the `GameName` setting to something other than "RABA". If you have received a game code from Nintendo enter it here.
- 10.) At the prompt, execute `makemasterx` on the .dlf file, e.g., `makemasterx gamename.dlf gamename.rvm`.